

CODE	TITLE	DESCRIPTION	AUTHOR/PUBLISHER	PRICE
D001	PAINT	14 GAMES AND UTILITIES WITH ROM	STREET JAMES	\$22.00
D002	EDUCATIONAL TREK	12 GAMES AND UTILITIES WITH ROM	STREET JAMES	\$22.00
D003	INTERNATIONAL TREK	EDUCATIONAL GAMES	STREET JAMES	\$5.00
D004	16+ ALICE	ARCADIC ACTION	STREET JAMES	\$5.00
D005	POKE! DOBBIERS	STRATEGY GAME	STREET JAMES	\$5.00
D006	LOAN ANALYZER	MEMO DRIVEN LOAN CALCULATOR	STREET JAMES	\$5.00
D007	TAFFLES	STRATEGY GAME	STREET JAMES	\$5.00
D008	STRATEGY GUN	STRATEGY GAME	STREET JAMES	\$5.00
D009	MAINE BATTLE	EDUCATIONAL GAME FOR ALL STUDENTS	STREET JAMES	\$5.00
D010	C-14 PRIMER	CARD GAME OF POWER	STREET JAMES	\$5.00
D011	MILITARY	BUSINESS SIMULATIVE GAME	STREET JAMES	\$5.00
D012	HEBREW	UNITES COVERSING PROGRAM	STREET JAMES	\$5.00
D013	PHOET	EDUCATIONAL (VOWEL/CONSONANT)	STREET JAMES	\$5.00
D014	102 HISTORY	EDUCATIONAL (AUSTRALIAN HISTORY)	STREET JAMES	\$5.00
D015	SATELLITE LAUNCH	STRATEGY GAME	STREET JAMES	\$5.00
D016	SPREADSHEET	SPREADSHEET VICE TAKE OR BENCH	COMMODORE	\$24.95
D017	SCRIPT/PLUS	WORDPROCESSOR (USES TAKE OR BENCH)	COMMODORE	\$24.95
D018	WIZARDS	JIGSAW PUZZLE (GREAT FOR KIDS)	COMMODORE	\$24.95
D019	STRANGE ODYSSEY	ADVENTURE GAME	COMMODORE	\$24.95
D020	LEARNER PAK SOFTWARE	COMPUTER TUTORIAL PROGRAMS (1000)	COMMODORE	\$24.95
D021	WALK ATTACK	CLASSIC ARCADE GAME	COMMODORE	\$24.95
D022	ROMAN'S COIN-UP	1625 HYPER SPORTS, GREEN BEAT, YIE AIR KROPP, PING PONG, IMAGINE	TAPE	\$15.95
D023	TERRA NOVA	SPACE GAME (WITH SPEECH)	ARC	\$5.95
D024	EXPERIENCES IN SOFTWARE 1	SIX GAMES AND UTILITIES	COMMODORE	\$24.95
D025	EXPERIENCES IN SOFTWARE 2	SEVEN GAMES AND UTILITIES	COMMODORE	\$24.95
D026	LAZERBOMB / MATRIX	TWO GAMES TAPE	LAZERBOMB	\$24.95
D027	HEALTH ASSEMBLER	PROGRAMMING UTILITY	WIZARD	\$14.95
D028	PIRATE ADVENTURE	ADVENTURE GAME	WIZARD	\$14.95
D029	SIX OF THE BEST	SIX GAMES TAPE	ARC	\$24.95
D030	CHAMSTER	GRAPHIC PROGRAM WITH LIGHT PEN	TRUMAN	\$29.95

ACCESORIES FOR C=16 & +4

D031	USER DRIVE COMMODORE COMPATIBLE	WITH POWER PACK 3 MONTH WARRANTY	VARIOUS	FROM \$ 99.00
D032	BLACK & WHITE PRINTER COM. COMPATIBLE	WITH SERIAL CABLE 3 MONTH WARRANTY	VARIOUS	FROM \$ 29.00
D033	DATASETTES	3 MONTH WARRANTY	COMMODORE	\$ 45.00
D034	POWER PACK	3 MONTH WARRANTY	COMMODORE	\$ 45.00
D035	COLOR MONITORS WITH VIDEO CABLE	3 MONTH WARRANTY	VARIOUS	FROM \$199.00
D036	COLOR MONITOR 1084	3 MONTH WARRANTY	COMMODORE	\$249.00
D037	COLOR MONITOR 1084	NEW 100 BOX 1 YEAR WARRANTY	COMMODORE	\$399.00
D038	COMMODORE COMPATIBLE JOYSTICKS	MANUFACTURER WARRANTY	VARIOUS	\$ 19.95
D039	JOYSTICK SWITCH	SWITCHES TWO JOYSTICKS FROM PORT 1 TO 2 AND REVERSE		\$ 39.95
D040	FLUORESCENT EXPANDER	TURNS EXTRA POWER PORTS AND HEAT SINKS INTO ADDITIONAL		\$ 39.95
D041	REMOVABLE MONITOR SCREEN FILTER	ELIMINATE RADIATION AND LIGHT REFLECTION ELECT. ARCING		\$ 69.95
D042	DISK DOUBLER ALLOW YOU TO USE FLOPPY DISKS ON BOTH SIDES			\$ 9.95
D043	ADJUSTABLE MONITOR STAND	MATCH ANY BRAND COLOR MONITOR OR TV		\$ 29.95
D044	FLUOR FILTER	REDUCE EYE STRAIN ENHANCE COLOR DEFINITION	PHOENIX	\$ 25.00
D045	COPIE HOLDS	HOLDS BOOKS, MANUALS, SHEET SHEETS		\$ 19.95
D046	UNIVERSAL PRINTER STAND			\$ 19.95
D047	POWEE MAT- YELLOW, GREY, RED, BLUE, GREEN	22CM X 25.5CM		\$ 9.95
D048	FLOPPY DISK HOLDER BOX	HOLDS 5 DISKS BLACK ONLY		\$ 2.95
D049	FLOPPY DISK HOLDER BOX	HOLDS 10 DISKS CLEAR ONLY		\$ 3.95
D050	COMMODORE SERIAL CABLE	CONNECT USER DRIVE OR PRINTER TO COMPUTER		\$ 14.95
D051	DISKETTE BOX HOLDS 100 DISC, COLOR CODED DIVIDERS			\$ 14.95
D052	VHSO CABLE CONNECT 1084 MONITOR WITH VIDEO SOCKET ON C-16 & +4			\$ 17.95
D053	RE CABLE CONNECT IF SET FROM COMPUTER TO AERIAL SOCKET ON TV			\$ 9.95
D054	FLOPPY DISK CLEANING KIT			\$ 7.95
D055	DISKETTE BOX HOLDS 100 DISC CLEAR PLASTIC			\$ 12.99
D056	JOYSTICK ADAPTOR	USE C-64 JOYSTICK ON C-16 & +4		\$ 14.00

C16 & +4 BOOKS & MAGAZINES

D061	COMMODORE 16 EXPOSED	RICHARD WOOLCOCK, CAMERON DUFFY	HELIX/NOVA	\$ 15.00
D062	COMMODORE 16 GAMES BOOK	RICHARD WOOLCOCK, CAMERON DUFFY	HELIX/NOVA	\$ 15.00
D063	C16 TROUBLESHOOTING: FOR THE ABSOLUTE BEGINNER	PETER BERNARD	HELIX/NOVA	\$ 22.00
D064	THE BASIC C16 COMMODORE 16 ESSENTIAL INSTRUCTIONS AND APPLICATIONS (JOHN LAMPLINE)		HELIX/NOVA	\$ 15.00
D065	COMMODORE 16 USER MANUAL		COMMODORE	\$ 5.00
D066	COMMODORE 16 SOFTWARE MANUAL		COMMODORE	\$ 5.00
D067	COMMODORE 16 USER MANUAL		COMMODORE	\$ 5.00
D068	NOVA (COMMODORE 16 USER MAGAZINE)	YEARS 1987-1988	NOVA	\$ 1.00
D069	COMMODORE 16 USER MAGAZINE	YEARS 1987-1988	NOVA	\$ 1.00

NEWSPLUG

Supporting the Plus4 and C16 computers



Welcome

Welcome to issue 78 of Newsplug, the journal of Plus4 and C16 computing. This issue will have a strong bias to those things the C16/+4 computers do well such as colour graphic effects and easy bitmap graphics programming. Just a few words about myself now. I bought my trusty C16 back in 1985 (my first computer), and recently purchased a Plus4 from Korella Trading. Even though I now own other machines as well, I still use the C16 and Plus4 machines when the opportunity arises. The Plus4 remains one of the most user-friendly home computers ever made.

Publications

At least two U.S. publications supporting the Plus4 are available. Cee-64 Alive (soon to be renamed "Commodore Cee") caters for all Commodore 8-bit machines. Although mainly a C64/128 disk mag it intends to increase its already large Plus4 coverage over the coming months, including an occasional "Plus4 only" disk. Cee-64 Alive consists of two or three double sided disks per issue, six issues per year and is produced under licence in Australia by Commodore Network. A yearly subscription costs

AU\$35. The sample disk costs AU\$4. Send cheque or Postal money orders to: Commodore Network 9 Wadeson St, Cobram VIC 3644

DieHard is the other Commodore 8-bit publication which supports the Plus4. It's a newsstand magazine, and one issue, celebrating the plus4's birthday, featured the machine on their front cover. All subscription enquiries should be directed to: dieHard P.O. Box 392 Boise, ID 83701-0392 United States of America

Issue #78, March 1993

"3D PLOT"

From the book "Commodore 16/Plus4 Companion."

```

10 GRAPHIC 3,1:COLOR 3,2,7
20 A = 80:B = A*A:C = 100:D = 100
30 FOR X = 0 TO A
40 S = X*X
50 P = SQR(B - S)
60 I = -P
70 R = SQR(S + (I*I)/A)
80 Q = (R-I) * SIN(24*R)

```

Continued on Page 2

Software Sources

There are still a number of Plus4 and C16 dealers. Korella Trading, a Computer Shop in Belmont, New South Wales, is run by a Plus4 enthusiast who ensures there is always plenty of software and hardware available. On my last visit to Korella I managed to pick up some old British club newsletters, parts of which I'll reproduce in Newsplug. I also bought a tape to disk copier, so can now offer a service to those who want to put their copy-protected tape games onto disk. Korella has a number of refurbished Plus4s and power supplies available, several dozen games titles as well as some excellent serious programs, including three or four boxed, almost new, Script/Plus cartridge-based wordprocessors. In addition to software and hardware the shop also offers a repair service. I'll endeavour to print Korella's Plus4/C16 catalogue next issue. Korella has probably the largest (and probably the ONLY) range of Plus4 hardware and software in Australia and can be contacted on (049) 45 8455. The shop also supports the C64 in a BIG way, as well as the VIC-20 (!), Atari 2600, 7800, XL/XE,

ST, Amiga, CD-32, IBM PC and the Nintendo game systems.

Looking overseas now, there are a number of British firms still selling software:

Ultra Software
Fulling Mill, Broughton, Banbury,
Oxon, OX15 6AP

Advertises the following C16/Plus4 games- Beach head, Championship Wrestling, Classics 3, Football

"Korella has probably the largest range of Plus4 hardware and software in Australia"

manager, Gold (2 games pack), Harbour Attack, Ikari Warriors and Skyhawk.

DTBS
18 Norwich Ave, Rochdale, Lancs,
OL11 5JZ
Phone/Fax: 0706 715 028
Has a range of good C16/Plus4 commercial software.

Capri Marketing (Trading under the

name "Computer Cavern")

9 Dean St, Marlow, Bucks, SL7 3AA.

Tel: 0628 891 101

This is a chain of specialist computer shops which specialise in software for the less popular computers such as the C16/Plus 4, VIC 20, Oric, TRS-80, ZX80 and ZX81, MSX-series, ZX Spectrum, Sinclair QL, Commodore PET, and just about every other orphaned computer in existence.

Don't forget those other sources of hardware and software such as garage sales and used equipment stores such as Cash Converters. C16s, and to a lesser extent Plus4s, sold well here in Australia, and there must be a lot of (sadly) unwanted systems lying around. Try contacting the various distributors and warehouses, as sometimes old stock gets deleted from an inventory but remains in the warehouse. A good example of this happening is where just a few months ago a number of brand new, still boxed, Commodore PETs were discovered in a Queensland warehouse, they had been overlooked for nearly fifteen years! Another

potential source of old computer systems is your local land fill tip, where many computers considered obsolete and therefore of no commercial value end up. As it's illegal to do private salvaging at tips, you should contact the licenced salvagers (your local council can help) and ask if

"...Commodore PETs were discovered in a Queensland warehouse"

they can keep an eye out for computer related material. About one year ago a local business dumped a dozen fully working PET systems (including 4040 drives) at our local tip. Sadly they were ploughed under before they could be rescued.



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```
90 Y = I/3 + Q*D
100 IF I = -P THEN M = Y:GOTO 130
110 IF Y>M THEN M = Y:GOTO 140
120 IF Y>N THEN GOTO 170
130 N = Y
140 Y = C + Y
150 DRAW 3,A + X,Y
160 DRAW 3,A - X,Y
170 I = I + 4
180 IF I<P THEN Y0
190 NEXT X
200 FOR C = 2 TO 15:FOR I = 0 TO 7:COLOR 3,C,I
210 FOR M = 0 TO 500:NEXT M,I,C
220 GOTO 200
```

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"STRING PATTERN"
From the book "100 Programs for the C16"

```
10 REM STRING PATTERN
20 REM *****
30 REM
40 COLOR 0,1:REM BLACK SCREEN
50 COLOR 1,4,5:REM CYAN INK
60 COLOR 4,1:REM BLACK BORDER
70 REM *****
80 FOR N = 0 TO 3
90: DO
```

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Book Reviews

There have been many books produced for the Plus4 and C16. Among the better titles are the ones from Melbourne House and Sunshine Books. These include "C16 machine Language for the Absolute Beginner", "Commodore 16 Exposed", C16 Games Book", "Commodore 16 Sound & Graphics", "6502 Reference Guide", and "The Commodore Plus4/C16 Companion". Another excellent book is "100 Programs for the Commodore 16" published by Prentice-Hall. There is one book though I'd recommend steering well clear of unless it's free, and that's Commodore's official "Plus4 & C16 Programmers' Reference Guide". This thin, ringbound collection of photocopied notes looks rushed, as if it was done in a hurry by a Commodore employee during his lunch break. Most of the "book" contains padding such as ascii/screencode tables, explanation of BASIC commands and math conversion tables. On the bright side, the book does contain schematics of both machines, and the chapter on machine code has a full explanation of the built-in machine code monitor, as well as a useful

Blatant plug (pun intended) alert!
If you also use a C64 or C128 then why not subscribe to Australia's premier 64/128 magazine "Commodore Network".
Contact Warren Waismith at 9 Wadson St, Cobram, VIC 3644

memory map. Anyone wanting a decent Reference Guide would be well advised to hunt down a copy of Anco's excellent unofficial "C16/Plus4 Reference Guide".

When I bought Sunshine Books' "C16/Plus4 Companion" inside it was a copy of Sunshine's original press release. Somewhere in this issue there'll be a reproduction of it.

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```
100: SCNCLR
110: IF N=1 OR N=3 THEN MS="END":ELSE MS="START"
120: PRINT MS: POINT OF LINE":1+INT(N/2)
130: INPUT "X-COORDINATE (0 TO 319)";X(N)
140: LOOP UNTIL X(N)>=1 AND X(N)<320
150: REM*****
160: DO
170: SCNCLR
180: PRINT MS: POINT OF LINE":1+INT(N/2)
190: INPUT "Y-COORDINATE (0 TO 199)";Y(N)
200: LOOP UNTIL Y(N)>=1 AND Y(N)<200
210: NEXT
```

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Plus4 Activity Sheet

There are many ways to keep your Plus4 or C16 from gathering dust in the cupboard.

1. Use it as an almost portable wordprocessing system. Replace the 3+1 ROM with a Script/Plus ROM, get hold of a decent centronics printer interface and a cheap, portable printer (Canon bubbly-jet?). If you cannot obtain an interface that draws its power from the printer, such as the Micrographics MW-350, then use a standard C64/128 interface that gets power from the cassette port's 5-volt line (such as the Xetec Super Grafix) in conjunction with a C16 to C64 cassette plug adaptor. Most (but not all) printers supply a 5-volt output from pin 18 so a hardware hack with the Super Grafix shouldn't be too difficult. Include a small, light drive such as the 1541 MkII or 1581, or better still, an FD-4000. Finally, stick the whole lot into a suitcase next time you go on holidays or a business trip, and hook it up to the nearest telly when you need to type up a few pages.

2. Have fun programming in

BASIC. BASIC V3.5 is one of the best BASICs available. Unlike the C64, it's easy to write 3-D routines for the Plus4, as well as advanced text and string manipulation. Every now and then just set yourself a target, and go for it! Recreational programming can be fun.

3. Be proud to be a member of a proud, dogmatic minority. Millions of people around the world belong to minority groups, and now is YOUR chance. Minority groups enjoy lobbying parliament for changes to help their causes, so why not have some fun blockading Parliament House in Canberra like the loggers did last month, but don't park a truck on the road, use a Plus4. Another advantage of being in a minority group such as us Plus4 users are, is the ability to make up amazing slogans and poems at the drop of a hat, as well as pretty cool face-paintings, yes, the Plus4 can bring out the artist in us all. The media has always been kind to minority groups, especially those who are downtrodden, sneered at, and thought of as an anachronism by the general populace, and what

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```
220 DO
230 : SCNCLR
240 : INPUT "NUMBER OF POINTS PER LINE":K%
250 LOOP UNTIL K%>0
260 REM*****
270 REM PREVENT DIVISION BY ZERO
280 IF X(0)=X(1) THEN X(1)=X(1)+1
290 IF X(2)=X(3) THEN X(3)=X(3)+1
300 REM*****
```

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better media is there than TELEVISION, in particular, SBS TV. Phone up SBS' Special Projects manager and give her a sob-story, straight from the heart, about the terror and indignity us pluggers suffer at the hands of arrogant PC owners, the rejection at the hands of greedy software producers, and the laughter from ill-advised Mac-owning upstarts. Do this and you're guaranteed to have a badly produced five minute film of Plus4 inspired street theatre appearing at 2am on Monday mornings every week for the next two years.

4. Get into the home-made jewellery business. Plus4s have an abundance of ferrite beads clustered around the I/O ports, and these unusual objects would make a rather fetching necklace or bracelet, in addition to giving the wearer immunity to cancer-causing electromagnetic radiation, and almost superhuman strength. Probably.

I hope you enjoyed this, but I'm tired and 'Star Trek: Deep Space Nine' has started. Hope I

didn't offend anyone with those last two points. Bye.



You've now come to the end of this issue. Due to time pressures I cannot produce Newsplug every month, so Newsplug will come out every two or three months. Next issue will hopefully have some articles on new German hardware and software, and perhaps some 3 dimensional vector routines to try out.

Please let me know if there are any other computers that you'd like to see covered, such as the C128, Amiga or PC, and I'll see what I can do.

Newsplug was created using a RAM expanded C64 equipped with geoPublish and geoWrite, and printed on a Canon Bubble Jet printer.

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```
310 REM CALCULATE PARAMETERS
320 D1 = (X%(1)-X%(0)) / K%
330 D2 = (X%(3)-X%(2)) / K%
340 M1 = (Y%(1)-Y%(0)) / (X%(1)-X%(0))
350 M2 = (Y%(3)-Y%(2)) / (X%(3)-X%(2))
360 B1 = Y%(0) - M1*X%(0)
370 B2 = Y%(2) - M2*X%(2)
380 REM*****
```

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17/10/94 (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine) (Sunshine)

PRESS RELEASE

Title: Commodore Clarifius 4 Companion

Author: Brian Lloyd

Publication Date: 5 December Price: £2.95 net ISBN: 0 9164 0 0 5 2

Selling Points:

- First introductory book on these new machines
- Commodore's first 'Clarifius' series of the C16 by Christmas
- Extensive Commodore as 'Clarifius' already underway (20 million +)
- Helpful and sympathetic style, for the complete beginner to computing

The Book: This book has been written with the complete beginner in mind. It is designed to be a combined manual and beginner's course in the Commodore C16 and Plus 4 computers.

The author takes great care not to assume any previous knowledge on the part of the reader. Commands are introduced in such a way that you can start programming almost immediately, and their use is illustrated with helpful sample programs. As your knowledge of programming increases, the more complicated commands are introduced. By the end of the book you should be proficient in the more sophisticated programming techniques such as disk file handling and high resolution graphics.

This book follows the well-tried method of teaching BASIC that have made Brian Lloyd's previous book, the Dragon Trainer, such a success.

Contents:

The Author: Brian Lloyd is the author of the Dragon Trainer. He runs his own computer club.

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```
390 REM DRAW PATTERN
400 GRAPHIC 1,1
410 DRAW 1,X%(0),Y%(0) TO X%(1),Y%(1)
420 DRAW 1,X%(2),Y%(2) TO X%(3),Y%(3)
430 FOR N = 1 TO K%
440 : R1 = X%(0) + N*D1
450 : S1 = M1 * (X%(0)+N*D1)+B1
460 : R2 = X%(3) - N*D2
470 : S2 = M2 * (X%(3)-N*D2)+B2
480 : DRAW 1,R1,S1 TO R2,S2
490 NEXT
500 GETKEY AS : REM ANY KEY TO END
510 GRAPHIC CLR
520 SCNLCL
530 END
```